

Drawings:

FIG. 1 **REPORTER Learning Process** 1 of 12

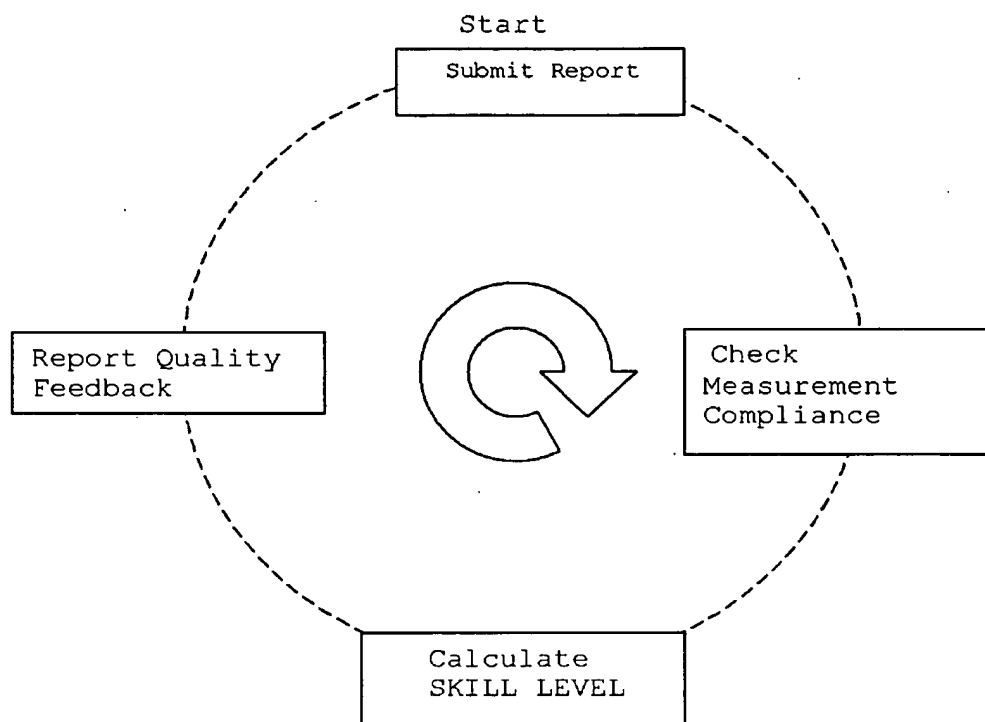


FIG. 2 Team-member Learning Process 2 of 12

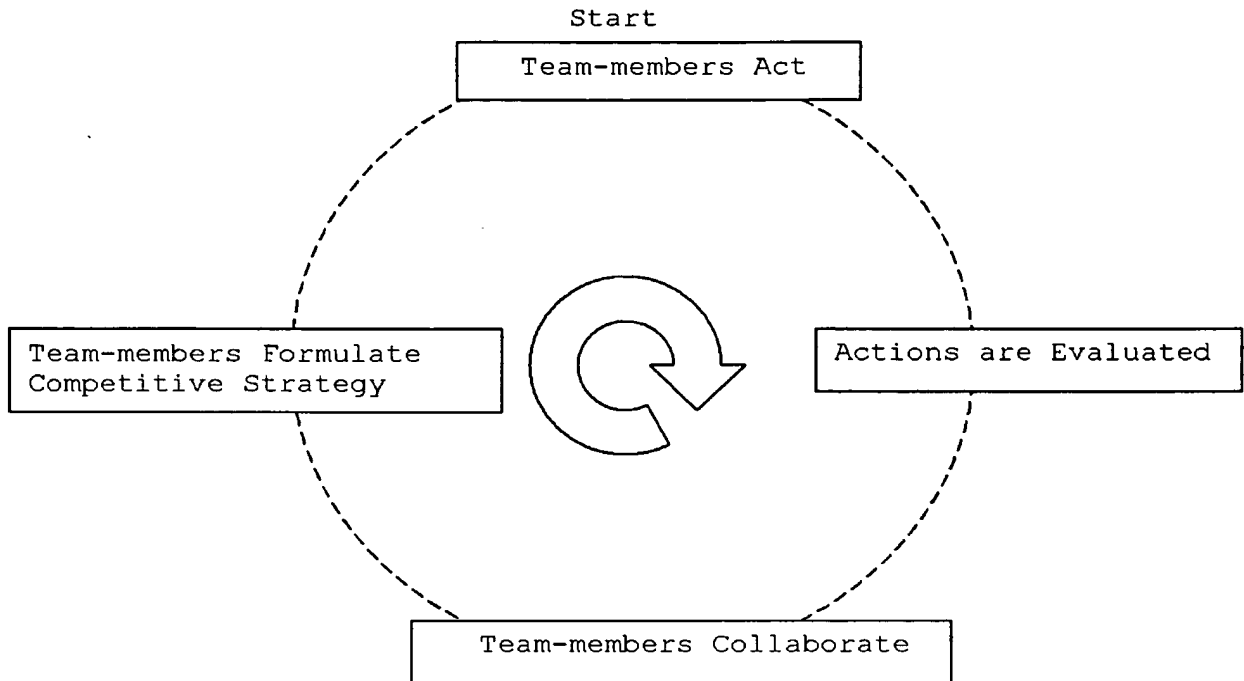


FIG. 3

3 of 12

Containment Diagram Showing Abstract Objects

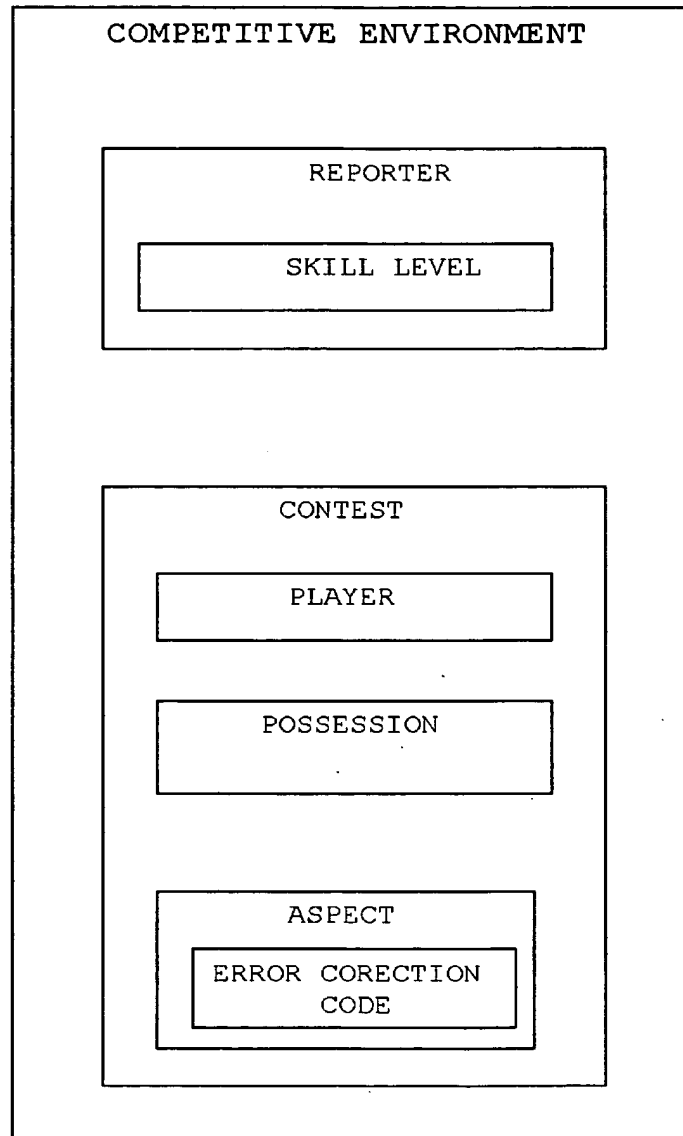


FIG. 4

Reporting System Components 4 of 12

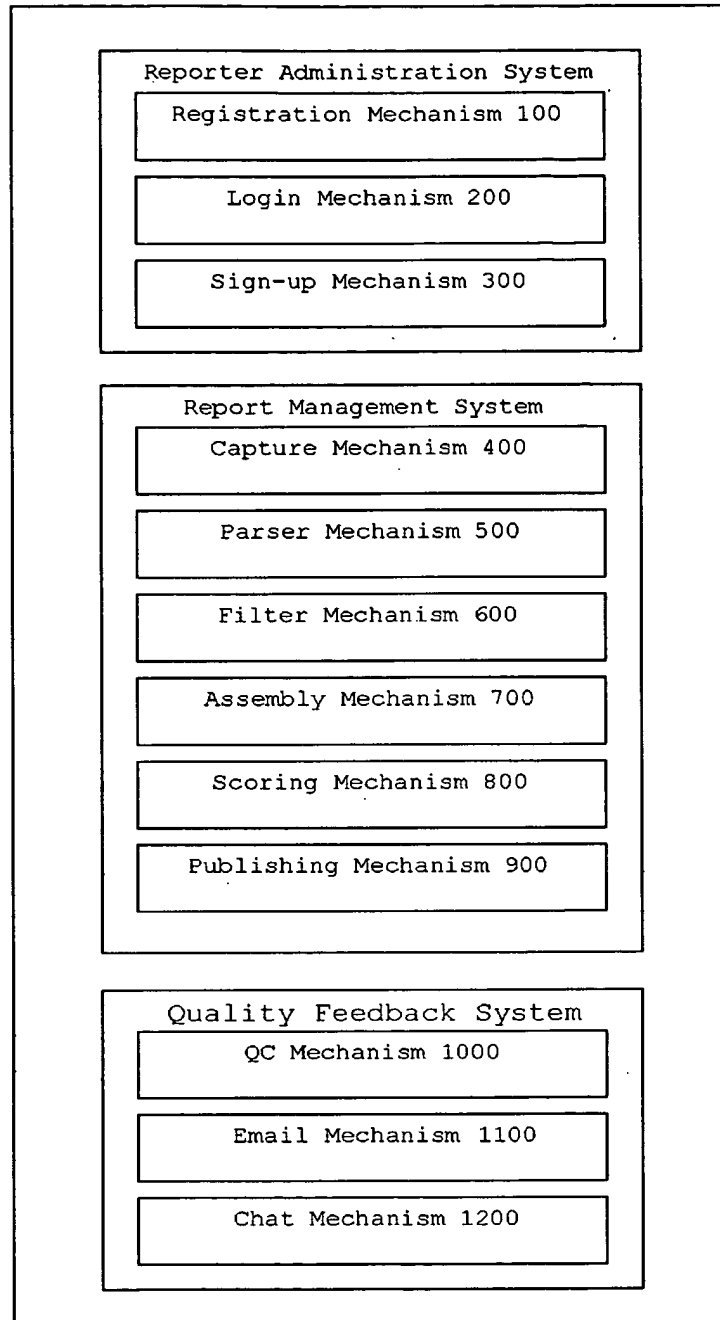


FIG. 5 Representative ASPECT Report 5 of 12

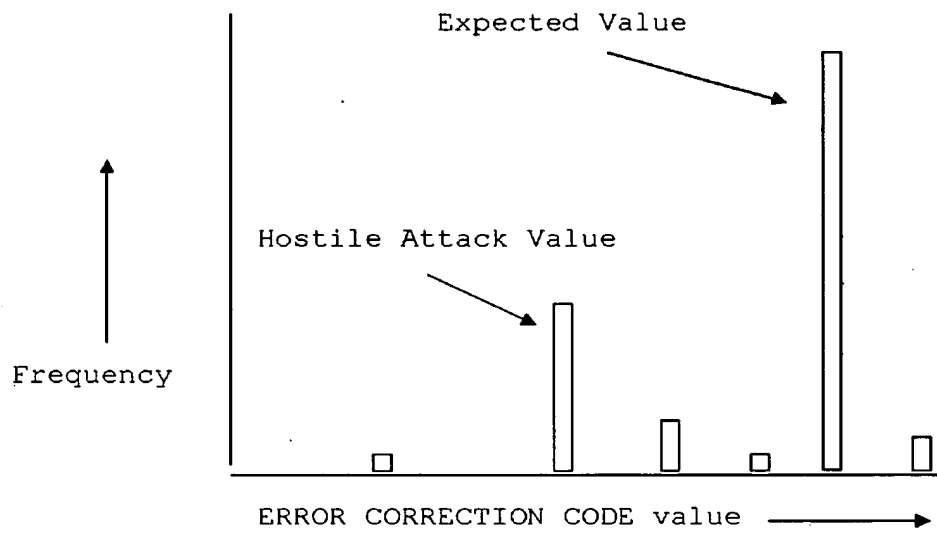


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

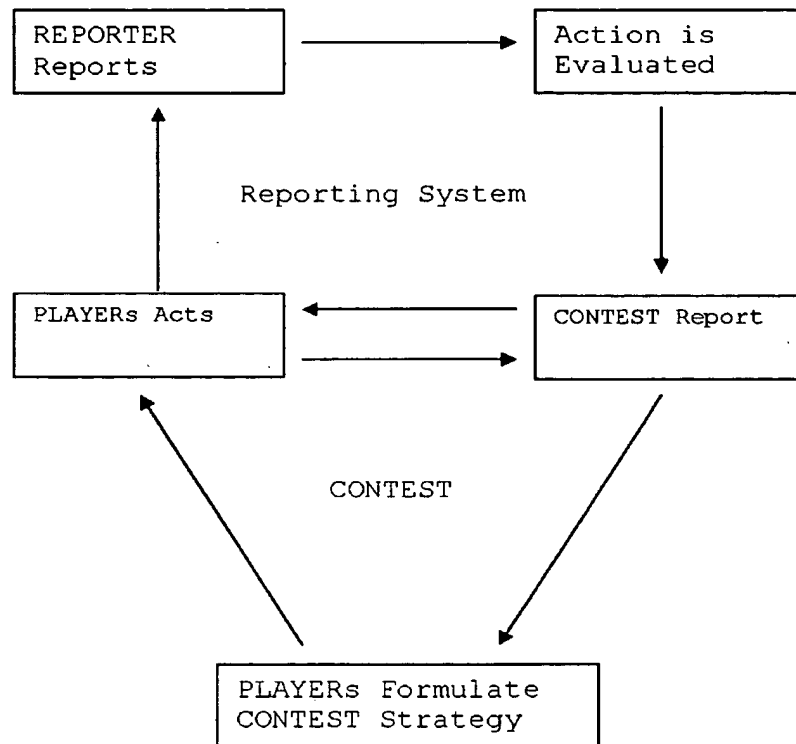


FIG. 7 Reporting System Configuration 7 of 12

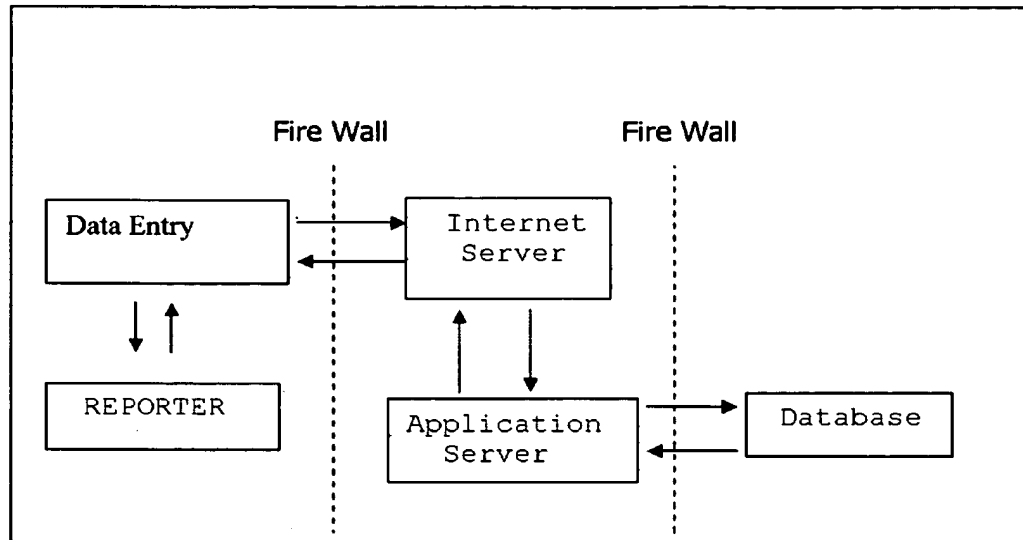
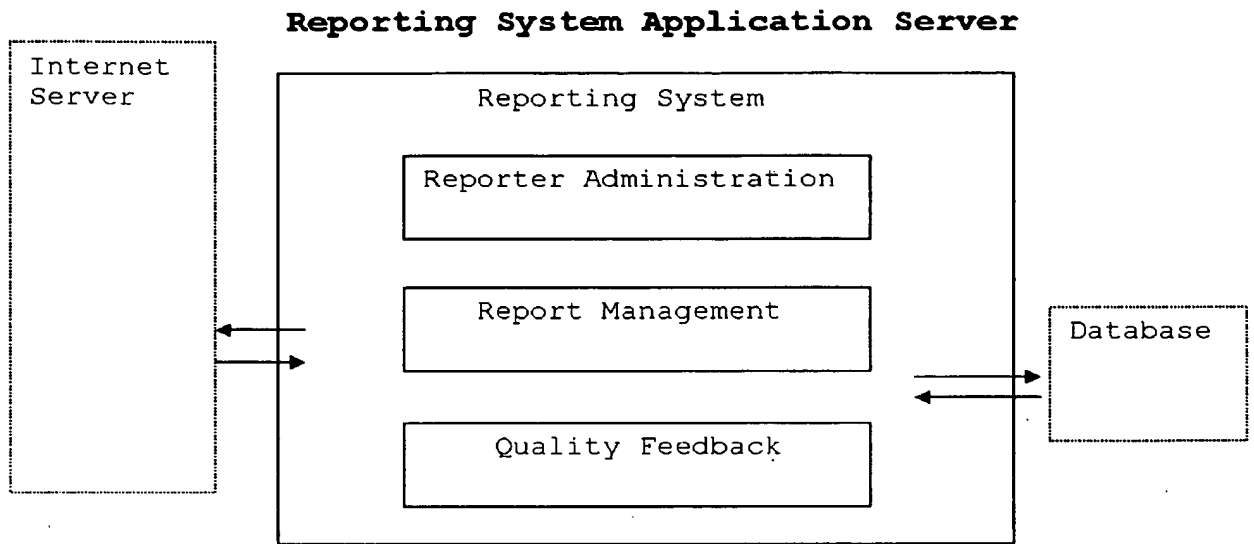


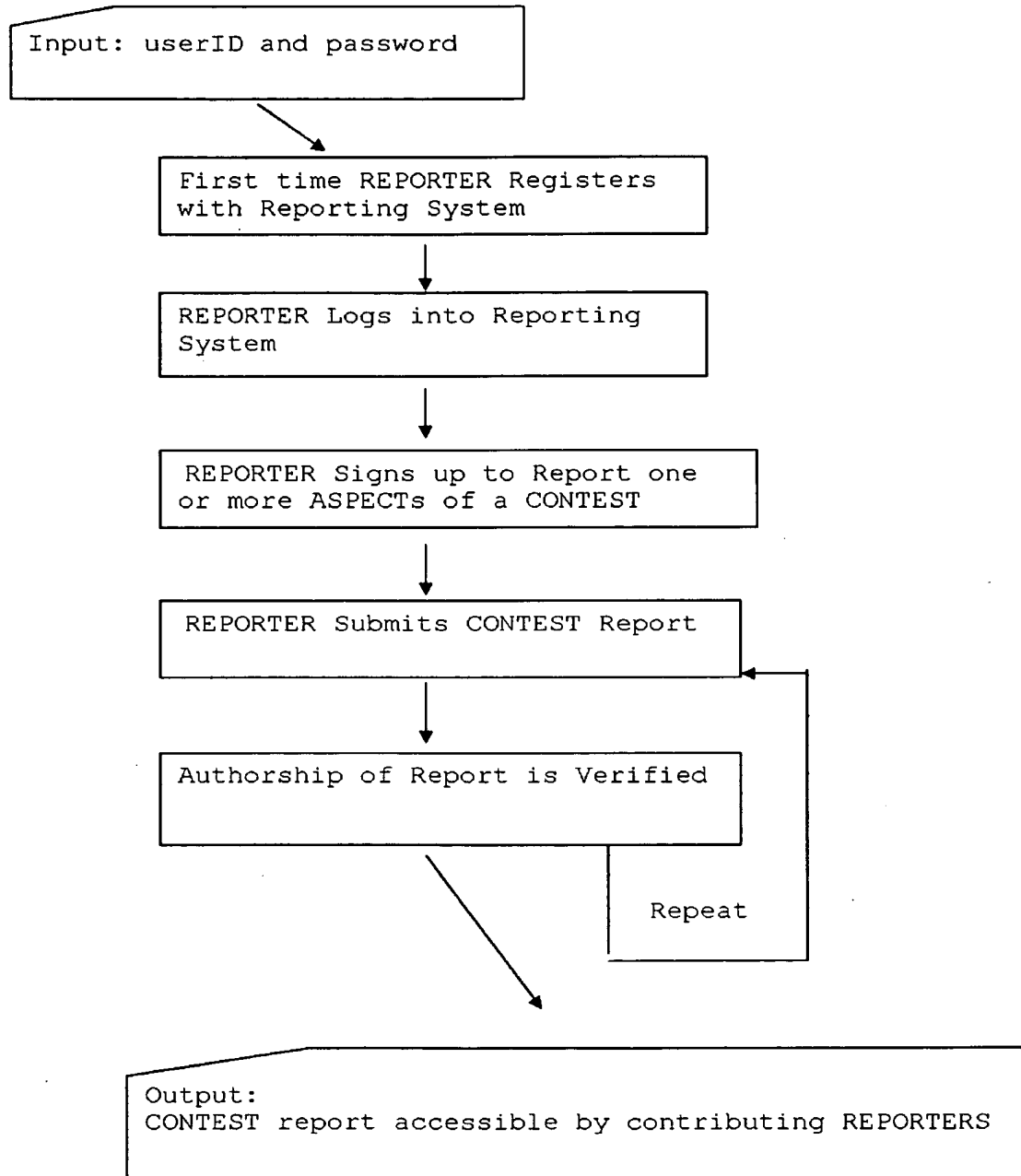
FIG. 8

8 of 12



(REPLACEMENT FIGURE 9)

FIG. 9 Reporter Administration Process 9 of 12



(REPLACEMENT FIGURE 10)

FIG. 10 Report Management Process Sequence 10 of 12

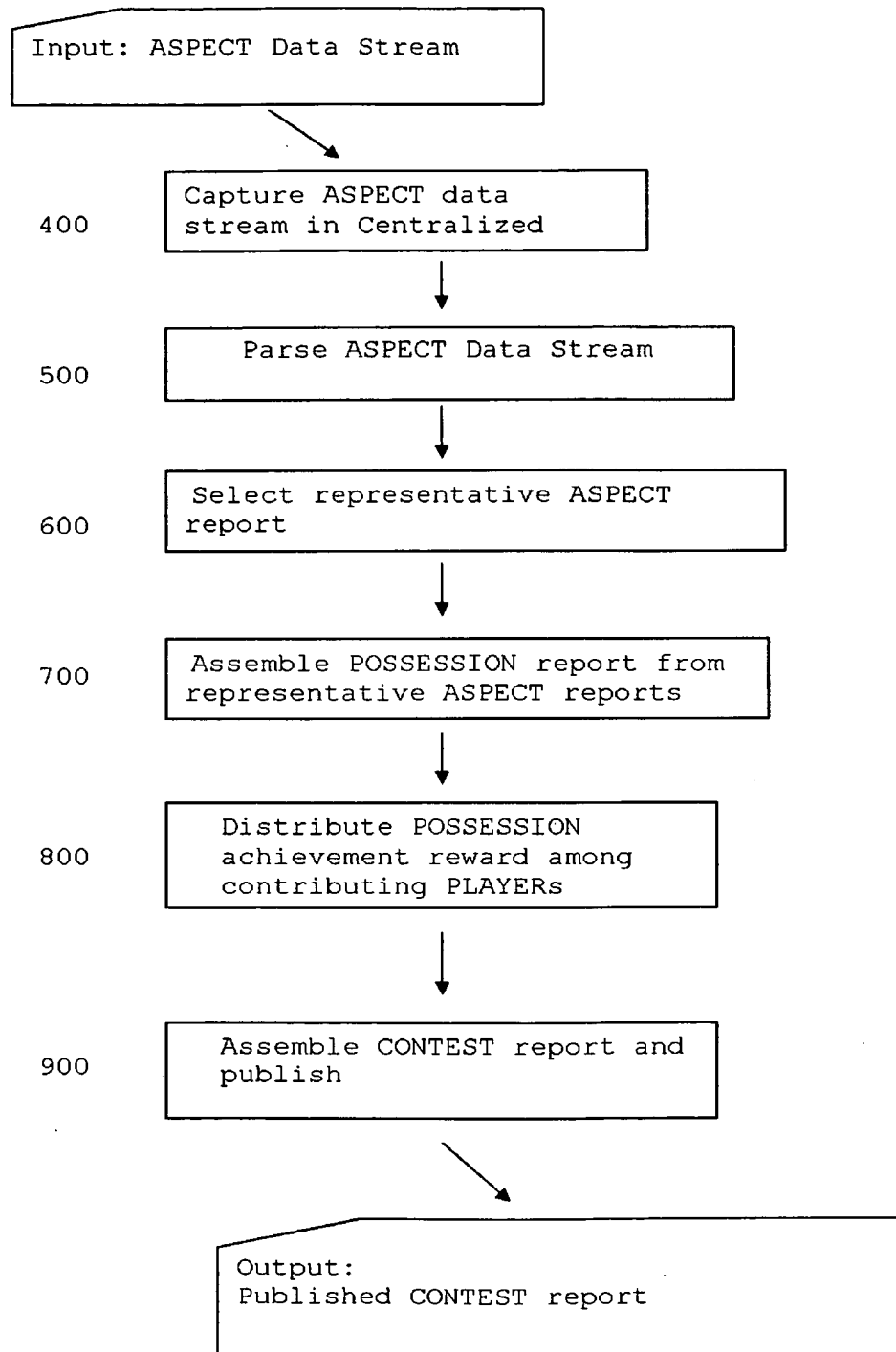


FIG. 11 **Quality Feedback Process Sequence** 11 of 12

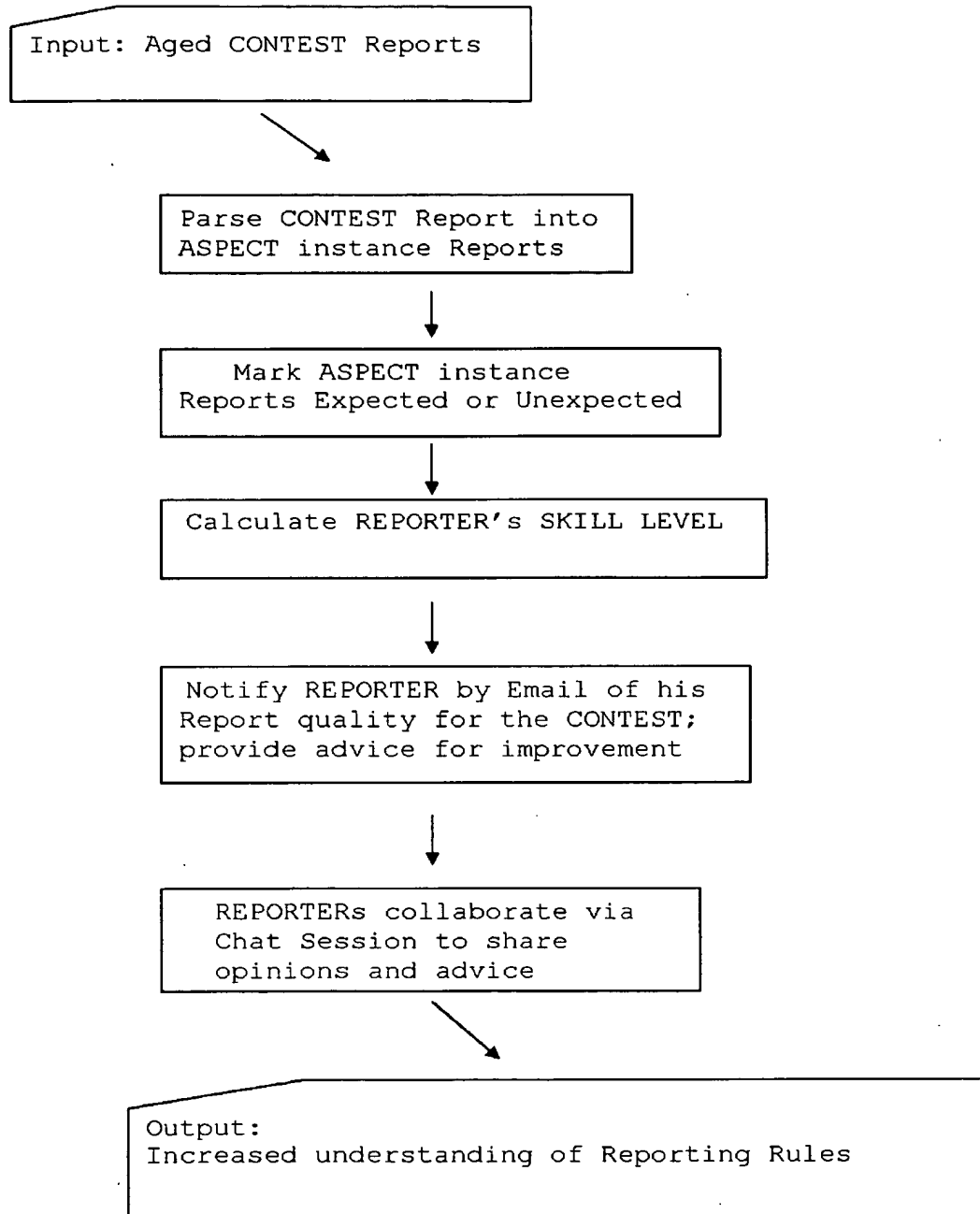
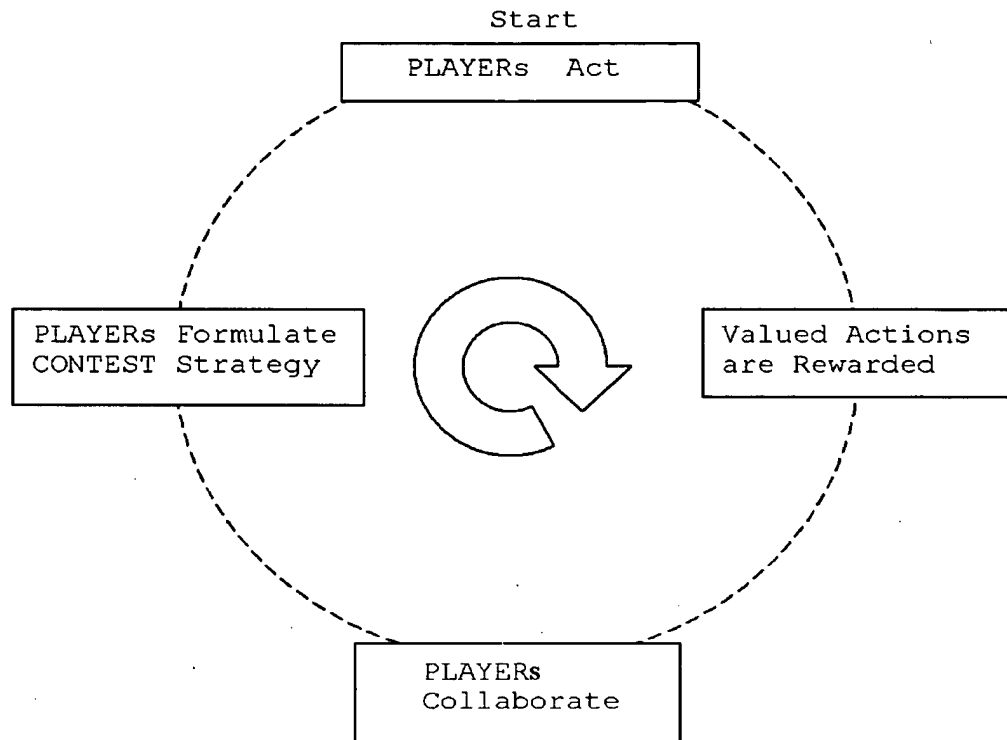


FIG. 12 PLAYER managed Reward System 12 of 12



Drawings:

FIG. 1 **REPORTER Learning Process** 1 of 12

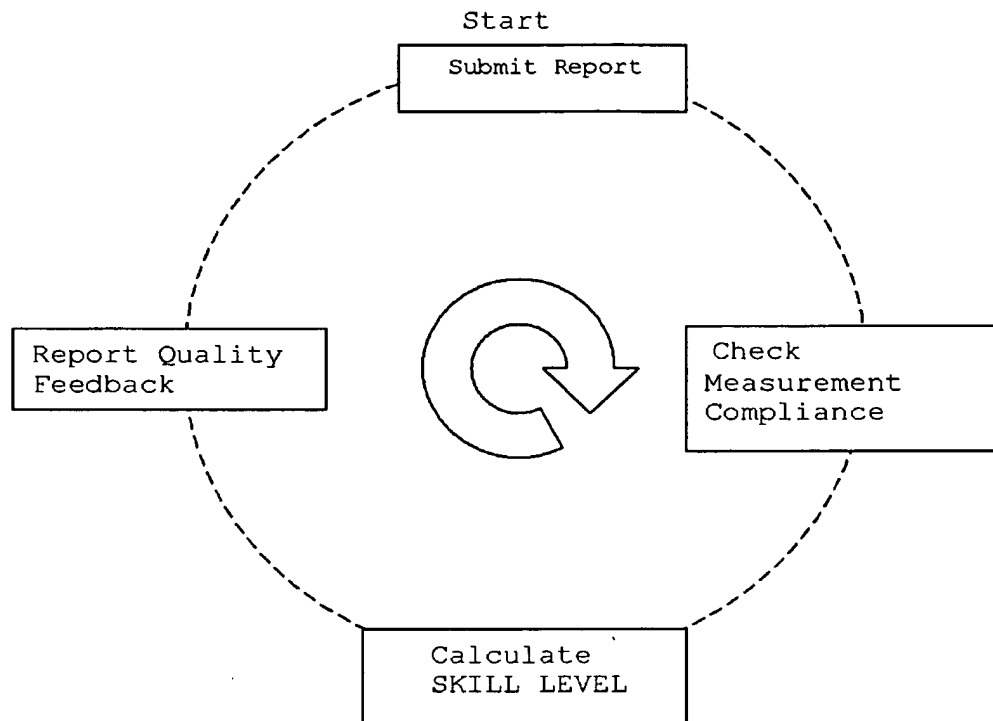


FIG. 2 Team-member Learning Process 2 of 12

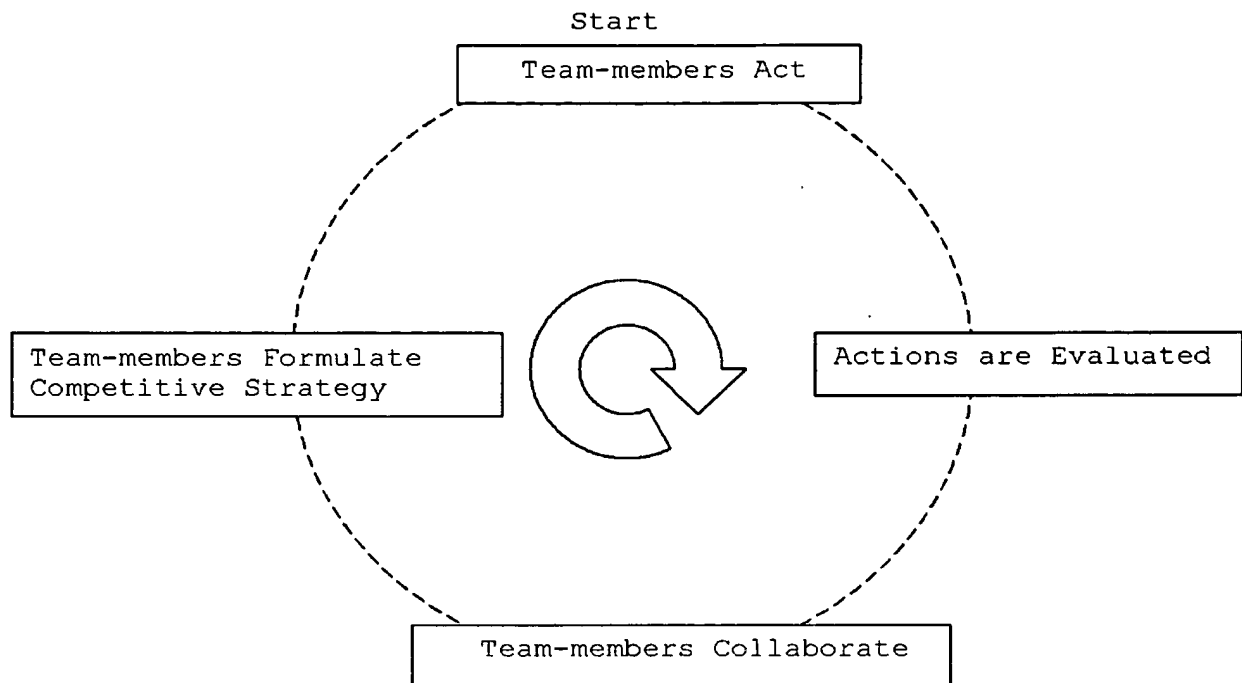


FIG. 3

3 of 12

Containment Diagram Showing Abstract Objects

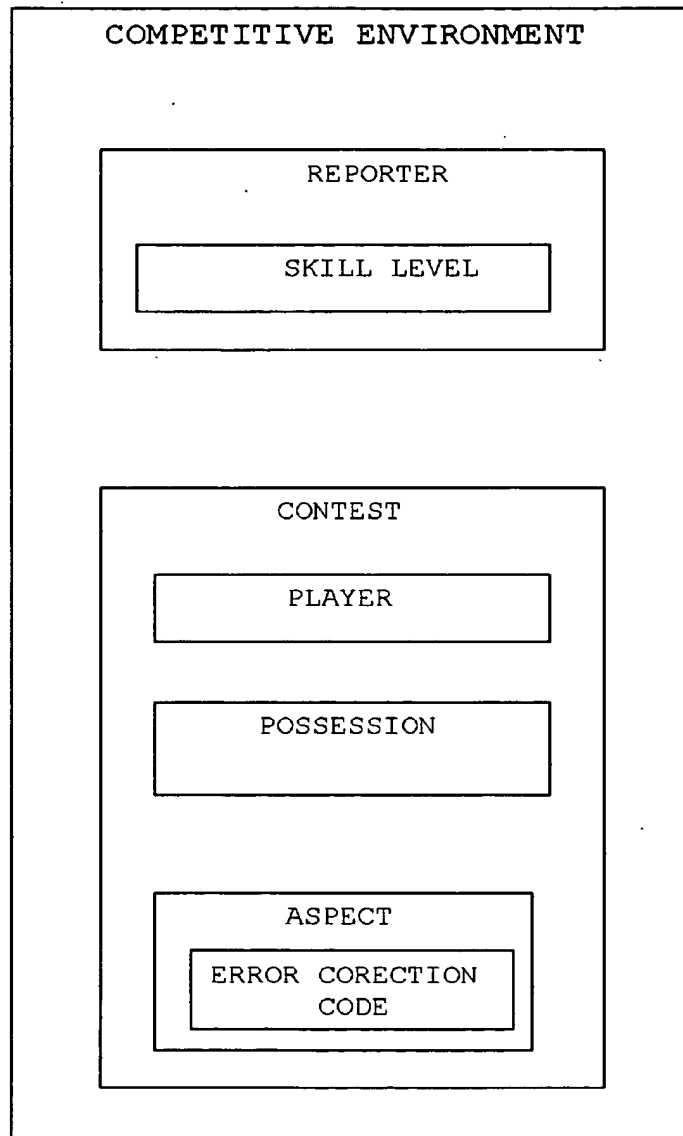


FIG. 4 **Reporting System Components** 4 of 12

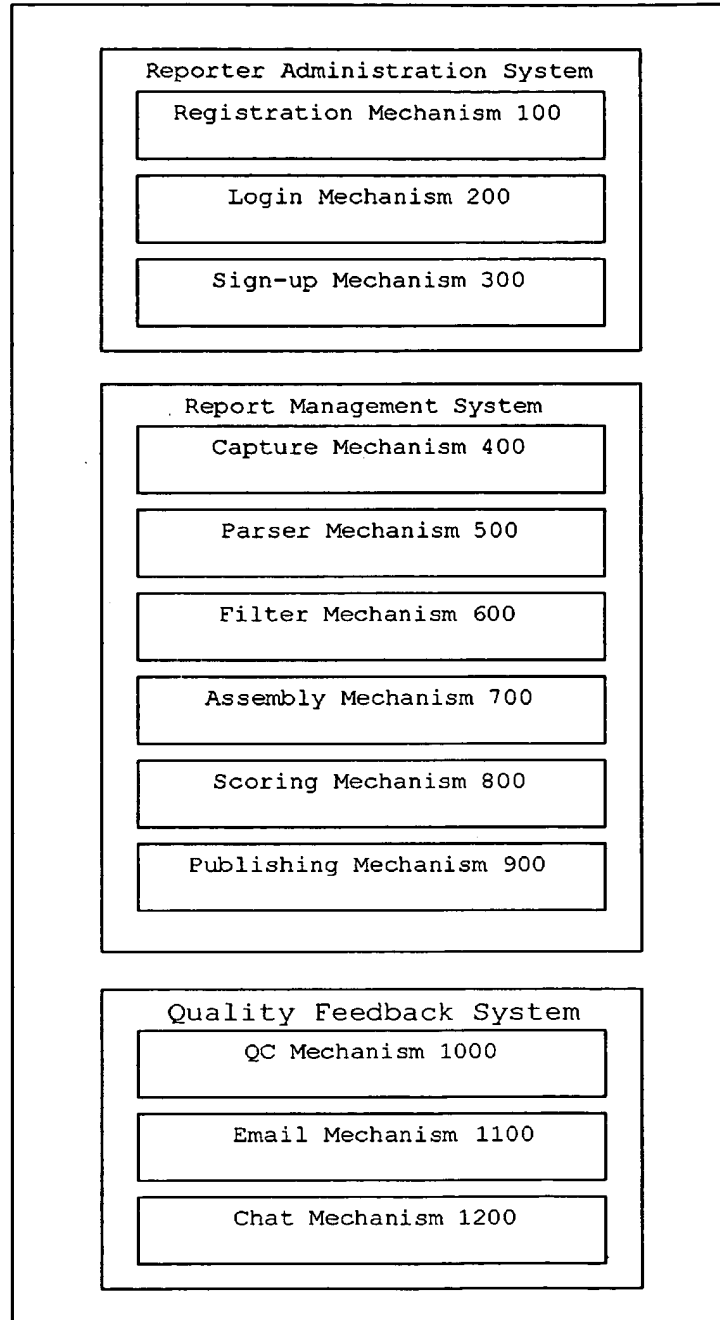


FIG. 5 Representative ASPECT Report 5 of 12

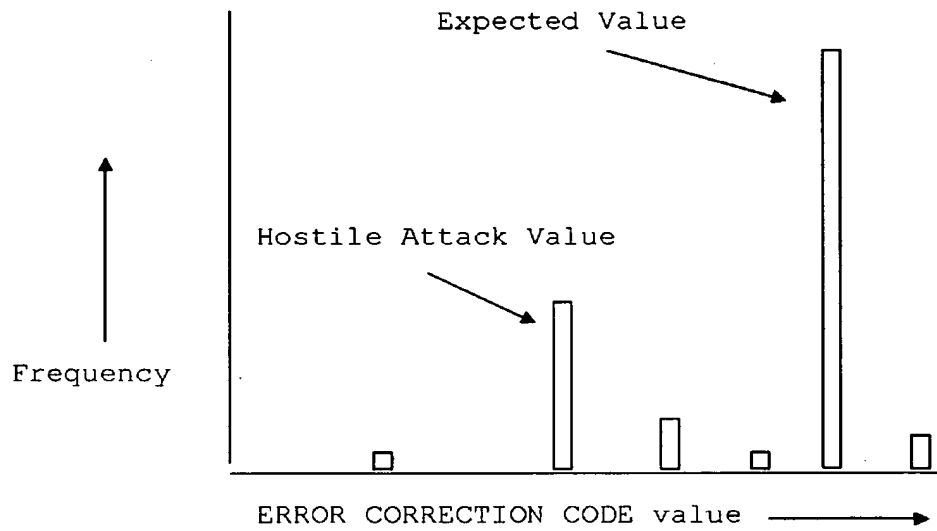


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

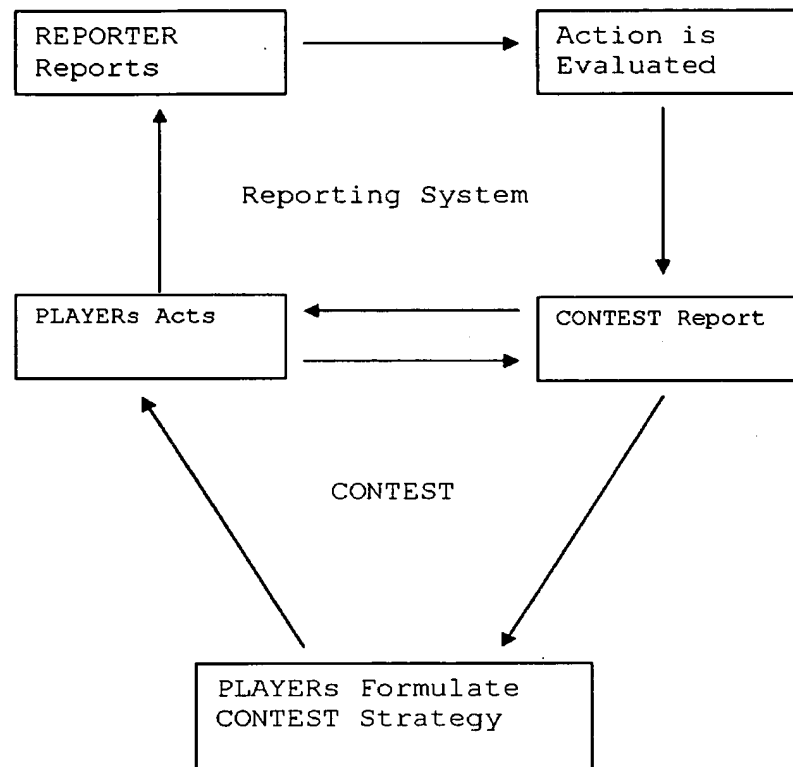


FIG. 7 Reporting System Configuration 7 of 12

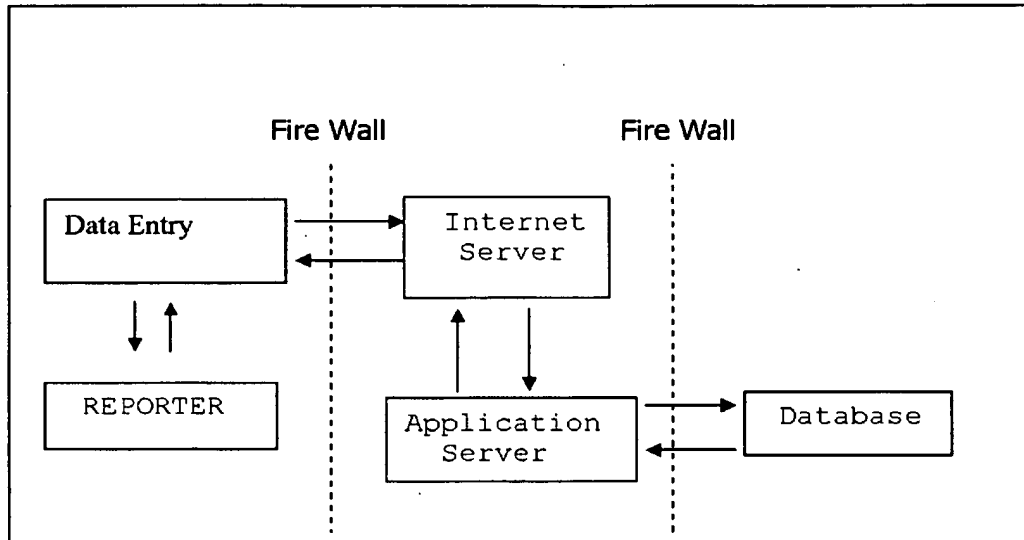


FIG. 8

8 of 12

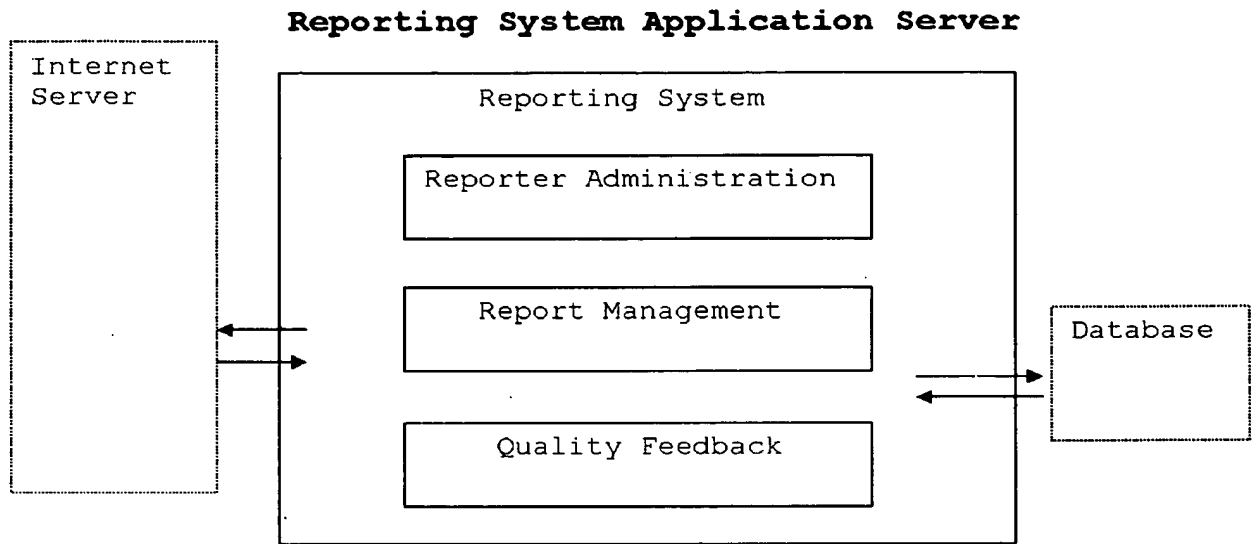


FIG. 9 Reporter Administration Process 9 of 12

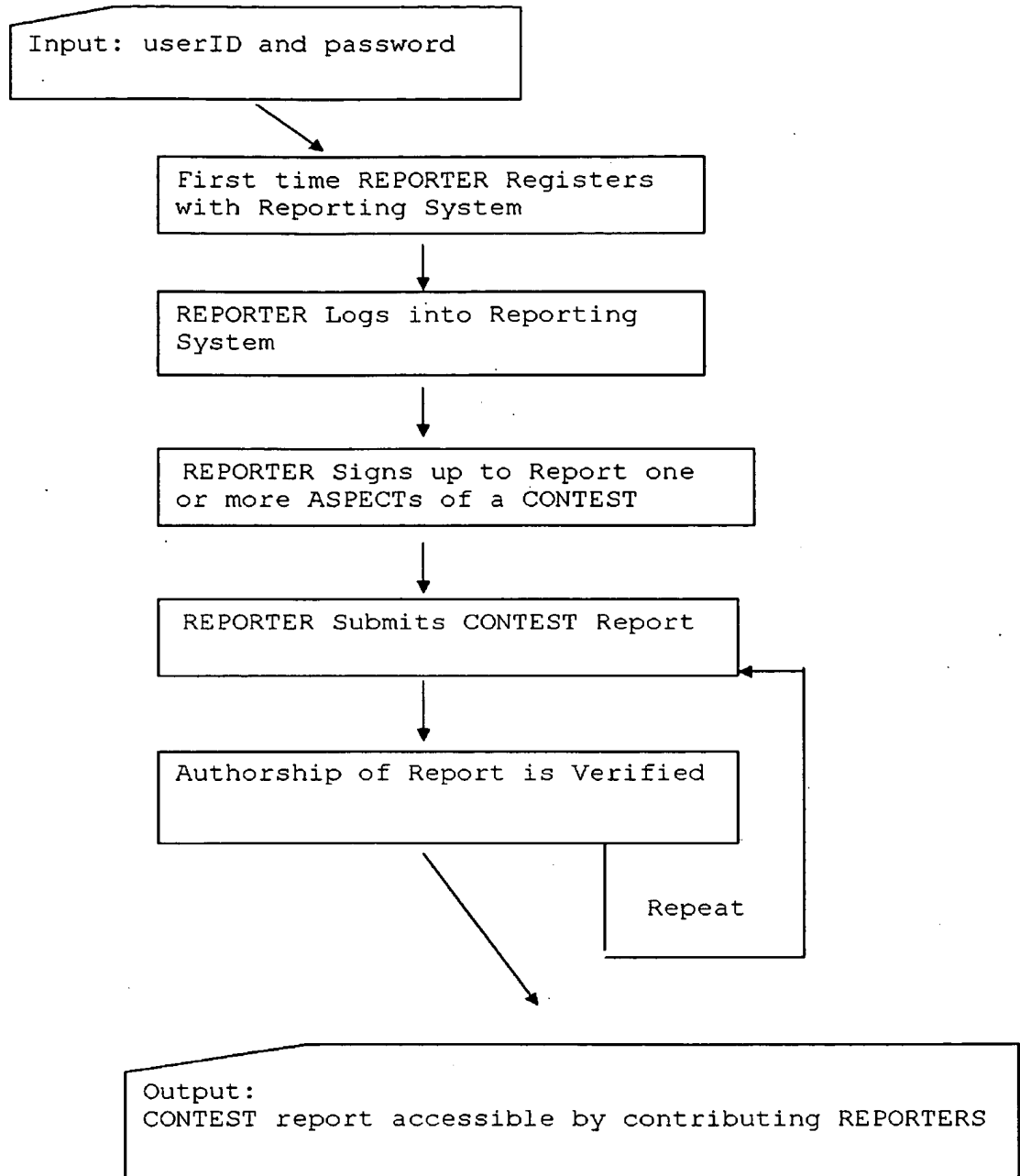


FIG. 10 Report Management Process Sequence 10 of 12

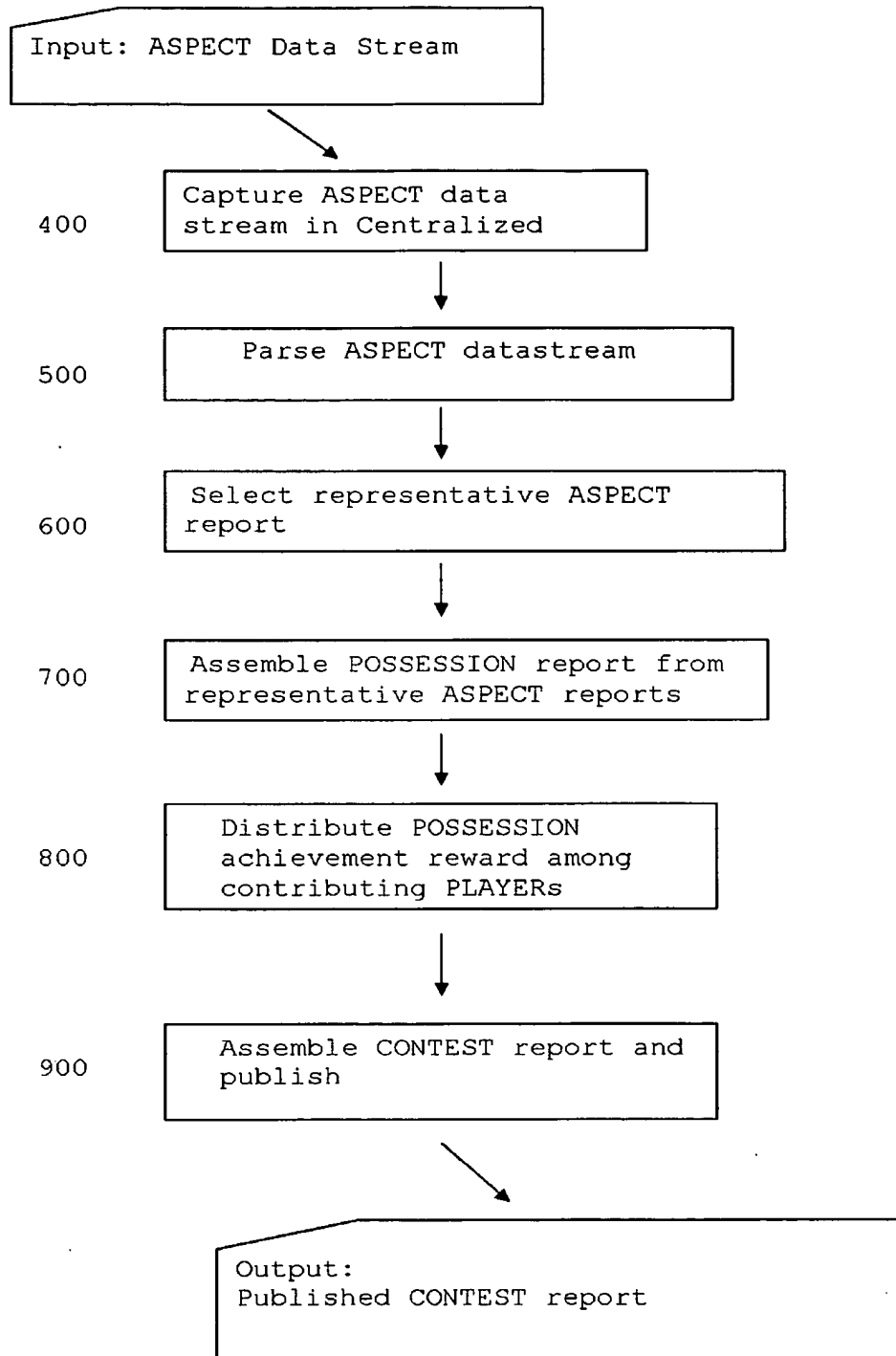


FIG. 11 **Quality Feedback Process Sequence 11 of 12**

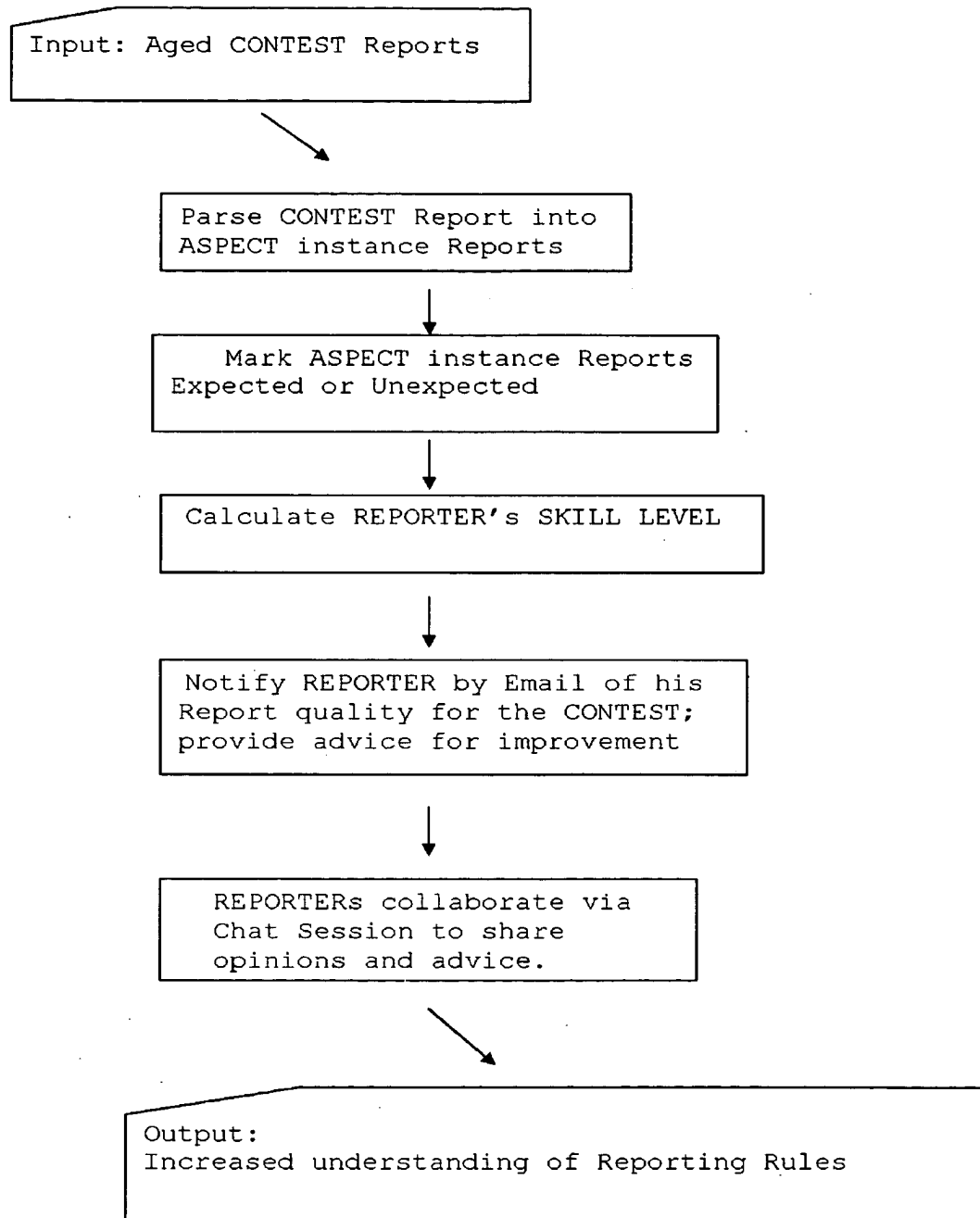


FIG. 12 PLAYER managed Reward System 12 of 12

